CollideArray + max radius + location index sorted unsorted toflattenhints + count + max bolt radius + SetLocationIndex() + Iterable() + UpdateBoltInfo() + flatten() + flatten() + insert() + insert() + changeKey() + changeKev() + begin() + end() + lower bound() + erase() + checkSet() + CollideArray() CollideMap

+ CollideMap() + CheckCollisions() + CheckUnitCollisions() + CheckCollisions() + CheckUnitCollisions()